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DA Grahame - Journal of Biological Chemistry, 1989 - jbc.org

... 2-mercaptoethanesulfonate Methyltransferase **Predominate** in Methanol- ... After sufficient washing, **color** was devel ... The **predominant** methyltransferase isozyme, 2.0 pg ...

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[Predominant Th2/Tc2 Polarity of Tumor-Infiltrating Lymphocytes in Human Cervical Cancer - group of 2 »](#)

BC Sheu, RH Lin, HC Lien, HN Ho, SM Hsu, SC Huang - The Journal of Immunology, 2001 - jimmunol.org

... immunity, whereas Th2/Tc2 cells **predominate** during metazoan ... In triple-**color** flow cytometric assays with dual ... study, we directly demonstrated **predominant** in vivo ...

[Cited by 37 - Web Search](#) - [BL Direct](#)

[The Tuning of Human Photopigments may Minimize Red-Green Chromatic Signals in Natural Conditions - group of 3 »](#)

MG Nagle, D Osorio - Proceedings: Biological Sciences, 1993 - JSTOR

... two categories of spectral reflectance **predominate** (figure 3a ... consequences for vision of two **predominant** classes of ... evolutionary origins of primate **colour** vision ...

[Cited by 19 - Web Search](#) - [BL Direct](#)

[Chemokine and Chemokine Receptor Interactions Provide a Mechanism for Selective T Cell Recruitment ... - group of 5 »](#)

PL Shields, CM Morland, M Salmon, S Qin, SG ... - The Journal of Immunology, 1999 - jimmunol.org

... Two-**color** flow cytometry was performed by gating on CD3 ... infection in which Th1 responses **predominate** are CXCR3 ... liver diseases and is the **predominant** pattern of ...

[Cited by 158 - Web Search](#) - [BL Direct](#)

[Human cone-pigment spectral sensitivities and the reflectances of natural surfaces - group of 3 »](#)

D Osorio, TRJ Bossomaier - Biological Cybernetics, 1992 - Springer

... The first two **predominate**, whereas the leaf-contrast reflec ... Leaf-green is the **predominant** narrow band reflec ... the more general performance of **colour** vision may ...

[Cited by 14 - Web Search](#)

[Floral Symmetry and Its Role in Plant-Pollinator Systems - group of 3 »](#)

M Giurfa, A Dafni, PR Neal - International Journal of Plant Sciences, 1999 - journals.uchicago.edu

... Sprengel suggested that regularity should **predominate** except in ... L Chittka, R Menzel 1995b **Colour** preferences of ... like patterns with no **predominant** orientation. ...

[Cited by 13 - Web Search](#) - [BL Direct](#)

[Mantle cell lymphoma: improved diagnostics using a combined approach of immunohistochemistry and ... - group of 3 »](#)

R Kodet, M Mrhalová, L Krsková, J Soukup, V ... - Virchows Archiv, 2003 - Springer

... growth, and, in 9, the **predominant** growth pattern was ... developed a dual-**color**, dual-fusion FISH marking the ... co-localized (yellow) signals **predominate**, and the ...

[Cited by 10](#) - [Web Search](#) - [BL Direct](#)

PCR-ELISA: a new simplified tool for tracing the source of cryptosporidiosis in HIV-positive ... - group of 5 »

CL Gibbons, CS Ong, Y Miao, DP Casemore, BG ... - Parasitology Research, 2001 - Springer  
... 15) sporadic Canadian cases gave a **colour** reaction similar ... the human genotype was found to **predominate** (Awad-El ... the animal genotype may be **predominant** in some ...  
[Cited by 3](#) - [Web Search](#) - [BL Direct](#)

Website evolution based on statistic data - group of 3 »

L Xu, B Xu, Z Chen, H Chen - Distributed Computing Systems, 2003. FTDCS 2003. Proceedings ..., 2003 - ieeexplore.ieee.org  
... subsequently define the critical pages, **predominate** pages and ... be consistent with the image **color**, and attention ... method which focuses on **predominant** pages; and ...  
[Cited by 5](#) - [Web Search](#)

LIMNOLOGY OF LAKE NGAHEWA, NORTH ISLAND, NEW ZEALAND - group of 2 »

DI FORSYTH, RHS MCCOLL - LIMNOLOGY, 1975 - rsnz.org  
... Water **colour** was measured in Hazen units (American ... Ngahewa; magnesium tends to **predominate** in other ... varied between samplings, with ammonia **predominant** in early ...  
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### 1 On the Role of Color in the Perception of Motion in Animated Visualizations

Daniel Weiskopf

 October 2004 **Proceedings of the conference on Visualization '04**

Publisher: IEEE Computer Society

 Full text available: [pdf\(344.05 KB\)](#) Additional Information: [full citation](#), [abstract](#)

Although luminance contrast plays a predominant role in motion perception, significant additional effects are introduced by chromatic contrasts. In this paper, relevant results from psychophysical and physiological research are described to clarify the role of color in motion detection. Interpreting these psychophysical experiments, we propose guidelines for the design of animated visualizations, and a calibration procedure that improves the reliability of visual motion representation. The guide ...

**Keywords:** Color, luminance, motion detection, perception, human visual system, flow visualization, information visualization

### 2 Detecting topical events in digital video



Tanveer Syeda-Mahmood, S. Srinivasan

 October 2000 **Proceedings of the eighth ACM international conference on Multimedia**

Publisher: ACM Press

 Full text available: [pdf\(1.04 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The detection of events is essential to high-level semantic querying of video databases. It is also a very challenging problem requiring the detection and integration of evidence for an event available in multiple information modalities, such as audio, video and language. This paper focuses on the detection of specific types of events, namely, topic of discussion events that occur in classroom/lecture environments. Specifically, we present a query-driven approach to the detection of topic of ...

**Keywords:** multi-modal fusion, query-driven topic detection, slide detection, topic of discussion events, topical audio events

### 3 Redundancy and coverage detection in sensor networks



Bogdan Cărbunar, Ananth Grama, Jan Vitek, Octavian Cărbunar

 February 2006 **ACM Transactions on Sensor Networks (TOSN)**, Volume 2 Issue 1

**Publisher:** ACM Press

Full text available:  [pdf\(815.58 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We study the problem of detecting and eliminating redundancy in a sensor network with a view to improving energy efficiency, while preserving the network's coverage. We also examine the impact of redundancy elimination on the related problem of coverage-boundary detection. We reduce both problems to the computation of Voronoi diagrams, prove and achieve lower bounds on the solution of these problems, and present efficient distributed algorithms for computing and maintaining solutions in cases of ...

**Keywords:** Sensor networks, coverage, coverage boundary, energy efficiency, redundancy elimination

#### 4 An immersive, multi-user, musical stage environment



Matthew Reynolds, Bernd Schoner, Joey Richards, Kelly Dobson, Neil Gershenfeld

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

**Publisher:** ACM Press

Full text available:  [pdf\(1.29 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A multi-user, polyphonic sensor stage environment that maps position and gestures of up to four performers to the pitch and articulation of distinct notes is presented. The design seeks to provide multiple players on a stage with the feeling of a traditional acoustic instrument by giving them complete control over the instrument's expressive parameters and a clear causal connection between their actions and the resulting sound. The positions of the performers are determined by a custom ultras ...

**Keywords:** HCI, applications, object tracking, spatialized sound, user interface design

#### 5 Real world scene analysis in perspective



Bruce L. Bullock

January 1975 **Proceedings of the 1975 annual conference**

**Publisher:** ACM Press

Full text available:  [pdf\(390.95 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper examines the applicability of current scene analysis techniques to real world problems. The majority of the current techniques have been developed for simple scenes with straight lines, simple shapes, good contrast, and little texture. This paper shows several examples illustrating that many of these techniques are directly applicable to real world problems, particularly the schemes for finding primitive scene information. It is also shown, however, that the achievement of signif ...

#### 6 Color quantization by dynamic programming and principal analysis



Xiaolin Wu

October 1992 **ACM Transactions on Graphics (TOG)**, Volume 11 Issue 4

**Publisher:** ACM Press

Full text available:  [pdf\(9.47 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Color quantization is a process of choosing a set of K representative colors to approximate the N colors of an image,  $K < N$ , such that the resulting K-color image looks as much like the original N-color image as possible. This is an optimization problem known to be NP-complete in K. However, this paper shows that by ordering the N colors along their principal axis and pa ...

**Keywords:** algorithm analysis, clustering, color quantization, dynamic programming, principal analysis

7 A feature-based algorithm for detecting and classifying scene breaks



Ramin Zabih, Justin Miller, Kevin Mai

January 1995 **Proceedings of the third ACM international conference on Multimedia**

**Publisher:** ACM Press

Full text available: [htm\(58.14 KB\)](#) Additional Information: [full citation](#), [citations](#), [index terms](#)

**Keywords:** content-based indexing and retrieval, video processing

8 Color portability—reality in the '90s (panel session)



Efraim Arazi, John D. Meyer, James A. Kasson

August 1990 **ACM SIGGRAPH 90 Panel Proceedings**

**Publisher:** ACM Press

Full text available: [pdf\(13.11 MB\)](#) Additional Information: [full citation](#), [index terms](#)

9 Poster 3: content track: Emotion-based music recommendation by association discovery from film music



Fang-Fei Kuo, Meng-Fen Chiang, Man-Kwan Shan, Suh-Yin Lee

November 2005 **Proceedings of the 13th annual ACM international conference on Multimedia MULTIMEDIA '05**

**Publisher:** ACM Press

Full text available: [pdf\(258.17 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

With the growth of digital music, the development of music recommendation is helpful for users. The existing recommendation approaches are based on the users' preference on music. However, sometimes, recommending music according to the emotion is needed. In this paper, we propose a novel model for emotion-based music recommendation, which is based on the association discovery from film music. We investigated the music feature extraction and modified the affinity graph for association discovery b ...

**Keywords:** affinity graph, association discovery, emotion, music recommendation

10 Automatic chunk detection in human-computer interaction



Paulo J. Santos, Albert N. Badre

June 1994 **Proceedings of the workshop on Advanced visual interfaces**

**Publisher:** ACM Press

Full text available: [pdf\(1.07 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes an algorithm to detect user's mental chunks by analysis of pause lengths in goal-directed human-computer interaction. Identifying and characterizing users' chunks can help in gauging the users' level of expertise. The algorithm described in this paper works with information collected by an automatic logging mechanism. Therefore, it is applicable to situations in which no human intervention is required to perform the analysis, such as adaptive interfaces. An empirical st ...

**Keywords:** chunk detection, chunking, event logging, human-computer interaction,

models of the user, novice/expert differences, user study

11 GPGPU: general purpose computation on graphics hardware



David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

**Publisher:** ACM Press

Full text available: pdf(63.03 MB) Additional Information: [full citation](#), [abstract](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

12 Real-time volume graphics



Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama, Daniel Weiskopf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

**Publisher:** ACM Press

Full text available: pdf(7.63 MB) Additional Information: [full citation](#), [abstract](#)

The tremendous evolution of programmable graphics hardware has made high-quality real-time volume graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques for real-time rendering of atmospheric phenomena and participating media such as fire, smoke, and clouds is growing rapidly. This course covers both applications in scientific visualization, e.g., medical volume data, and real-time rendering, ...

13 Static array storage optimization in MATLAB



Pramod G. Joisha, Prithviraj Banerjee

May 2003 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 2003 conference on Programming language design and implementation PLDI '03**, Volume 38 Issue 5

**Publisher:** ACM Press

Full text available: pdf(287.36 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Static array storage optimization in MATLAB.

14 Late breaking results: posters: A user-centered approach to visualizing network traffic for intrusion detection



John R. Goodall, A. Ant Ozok, Wayne G. Lutters, Penny Rheingans, Anita Komlodi

April 2005 **CHI '05 extended abstracts on Human factors in computing systems**

**Publisher:** ACM Press

Full text available: pdf(420.66 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Intrusion detection (ID) analysts are charged with ensuring the safety and integrity of today's high-speed computer networks. Their work includes the complex task of searching for indications of attacks and misuse in vast amounts of network data. Although there are several information visualization tools to support ID, few are grounded in a thorough understanding of the work ID analysts perform or include any empirical evaluation. We present a user-centered visualization based on our understandi ...

**Keywords:** information visualization, intrusion detection, network security, usability testing, user-centered design

15 Photo & video texture: Near-regular texture analysis and manipulation



Yanxi Liu, Wen-Chieh Lin, James Hays

August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

**Publisher:** ACM Press

Full text available: pdf(1.26 MB) mov(22:40 MIN) Additional Information: [full citation](#), [abstract](#), [references](#)

A near-regular texture deviates geometrically and photometrically from a regular congruent tiling. Although near-regular textures are ubiquitous in the man-made and natural world, they present computational challenges for state of the art texture analysis and synthesis algorithms. Using regular tiling as our anchor point, and with user-assisted lattice extraction, we can explicitly model the deformation of a near-regular texture with respect to geometry, lighting and color. We treat a deformation ...

**Keywords:** deformation field, near-regular texture, texture analysis, texture manipulation, texture replacement, texture synthesis

16 Prototypes as assets, not toys: why and how to extract knowledge from prototypes



Kurt Schneider

May 1996 **Proceedings of the 18th international conference on Software engineering**

**Publisher:** IEEE Computer Society

Full text available: pdf(1.17 MB) Publisher Site Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Software prototypes are becoming more and more important, as computer applications invade new domains and as personal prototyping environments become more powerful. Although numerous approaches recommend their use, prototypes are sometimes treated like their developers' personal toys, and little effort is made to extract and share the experiences and knowledge that emerged as a by-product of building the prototype. In this paper, a strategy is proposed to extract crucial pieces of knowledge from ...

**Keywords:** computer applications, concepts, executable knowledge representations, experiences, explanation monitoring, hyperstructured information base, implementation tricks, knowledge, personal prototyping environments, software prototypes, software prototyping, system monitoring

17 A multimodal learning interface for grounding spoken language in sensory perceptions



Chen Yu, Dana H. Ballard

July 2004 **ACM Transactions on Applied Perception (TAP)**, Volume 1 Issue 1

**Publisher:** ACM Press

Full text available: pdf(1.73 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present a multimodal interface that learns words from natural interactions with users. In light of studies of human language development, the learning system is trained in an unsupervised mode in which users perform everyday tasks while providing natural language descriptions of their behaviors. The system collects acoustic signals in concert with user-centric multisensory information from nonspeech modalities, such as user's perspective video, gaze positions, head directions, and hand movements ...

**Keywords:** Multimodal learning, cognitive modeling, multimodal interaction

18 Effects of adjective orientation and gradability on sentence subjectivity

Vasileios Hatzivassiloglou, Janyce M. Wiebe

July 2000 **Proceedings of the 18th conference on Computational linguistics - Volume 1**

**Publisher:** Association for Computational Linguistics

Full text available:  pdf(692.97 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Subjectivity is a pragmatic, sentence-level feature that has important implications for text processing applications such as information extraction and information retrieval. We study the effects of dynamic adjectives, semantically oriented adjectives, and gradable adjectives on a simple subjectivity classifier, and establish that they are strong predictors of subjectivity. A novel trainable method that statistically combines two indicators of gradability is presented and evaluated, complementin ...


19 SmartMusicKIOSK: music listening station with chorus-search function


 Masataka Goto

November 2003 **Proceedings of the 16th annual ACM symposium on User interface software and technology**

**Publisher:** ACM Press

Full text available:  pdf(397.15 KB)

 mov(4:26 MIN)


 wmv(4:26 MIN)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes a new music-playback interface for trial listening, *SmartMusicKIOSK*. In music stores, short trial listening of CD music is not usually a passive experience -- customers often search out the chorus or "hook" of a song using the fast-forward button. Listening of this type, however, has not been traditionally supported. This research achieves a function for jumping to the chorus section and other key parts of a song plus a function for visualizing song structure. These f ...

**Keywords:** audio visualization, chorus detection, music interaction, music-playback interface, song structure

20 Functional Testing of Semiconductor Random Access Memories

 Magdy S. Abadir, Hassan K. Reghbati

September 1983 **ACM Computing Surveys (CSUR)**, Volume 15 Issue 3

**Publisher:** ACM Press

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